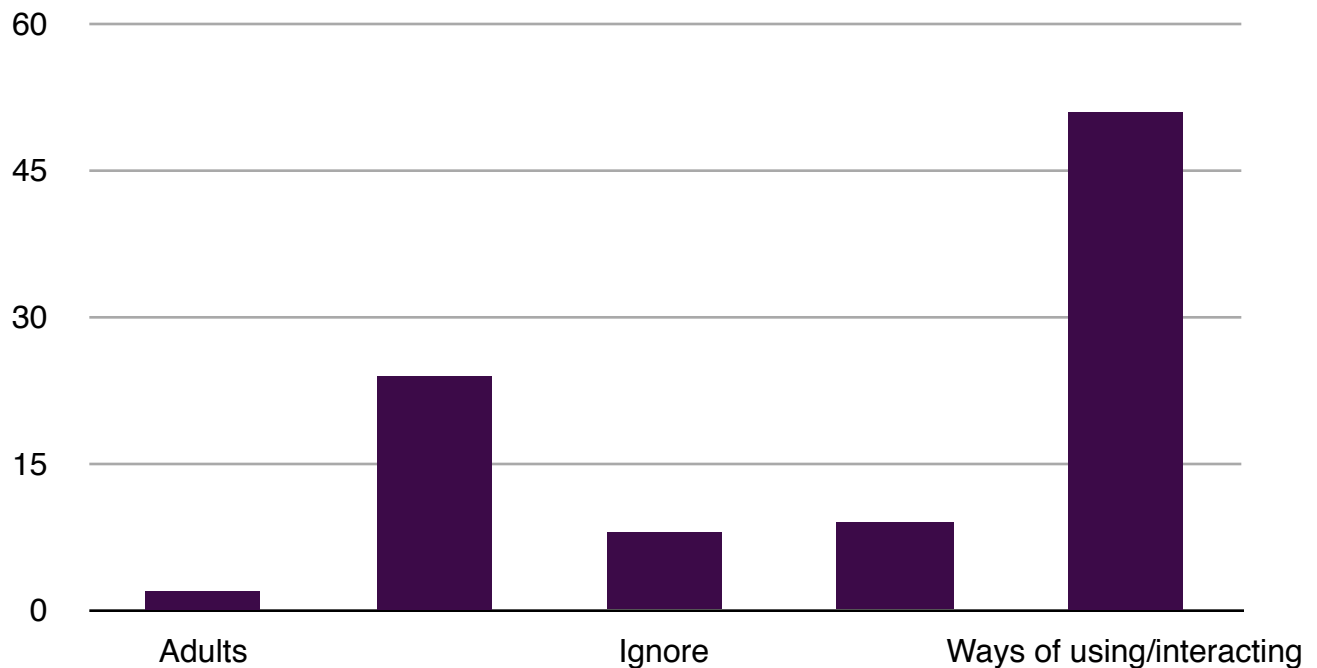


Question 1:

What are three things that you can do to stay safe online?



Examples of replies:

Adults: 2

Ask parents if you're unsure
Supervised use only

Allowances: 24

Parent approved sites only/familiar/trusted/
parents block pages
Don't use facebook

Ignore: 8

Stay off the computer
Don't reply to silly things

Exit a website if you need to

Online Friends: 9

Only talk to people you know in real life
Don't meet people offline

Ways of using the internet/acting online: 51

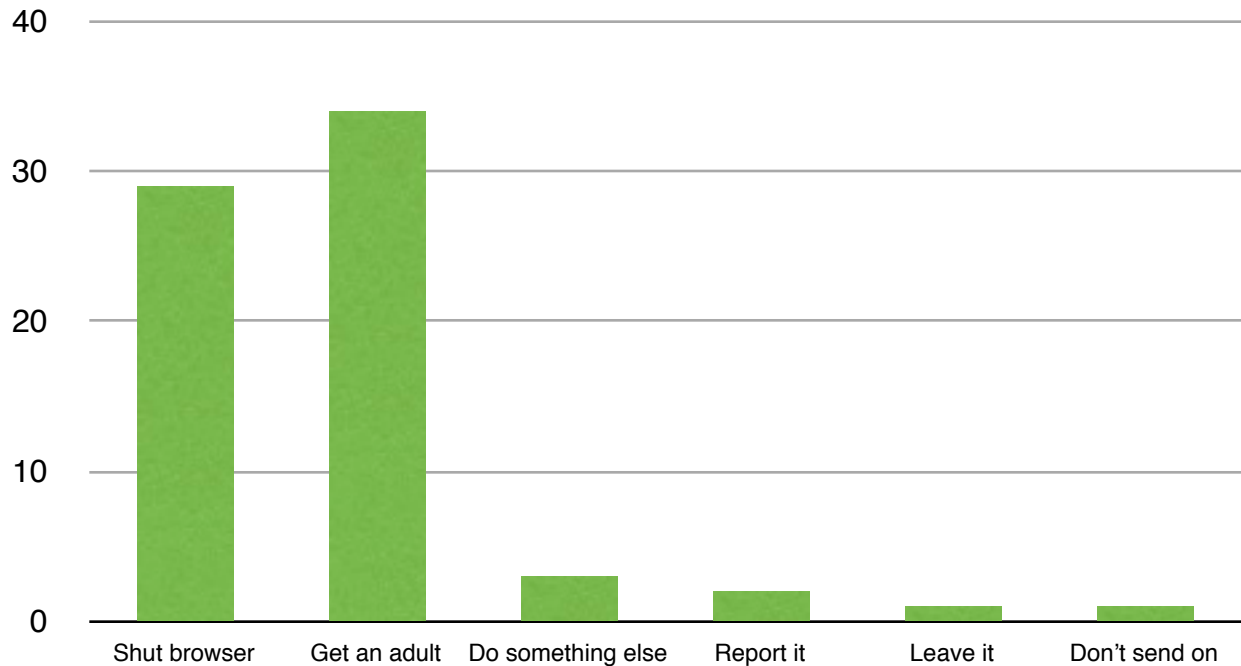
Don't share personal info
Be polite and speak nicely/don't swear
Don't click on advertisements
Choose what you share carefully
Make profiles private
Don't share passwords
Stay on one website

What we can say about our Findings:

Students know a lot about the superficial ways they should act online. Results show that students would rather be independent online until something goes wrong (see below). Although it is evident that there is adult input into what students can/cannot do online as students commented about "I'm not allowed" for example purchasing, gambling and certain games.

Question 2:

What do you do if you see something mean or rude on the computer?



NB: 'Do something else' was to do something else on the computer.

Many applicants said they would exit or close the window **followed by** telling an adult while some said just the one or the other.

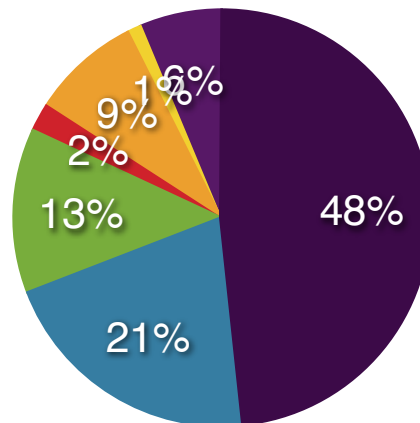
What we can say about our Findings:

Most students will get an adult or shut the window or browser when unwanted materials come on the screen. As a group they had little knowledge of reporting incidents to a provider or host.

It is promising to see that most children would not just leave the situation as is and that they would not send inappropriate materials on to others or circulate 'mean' things.

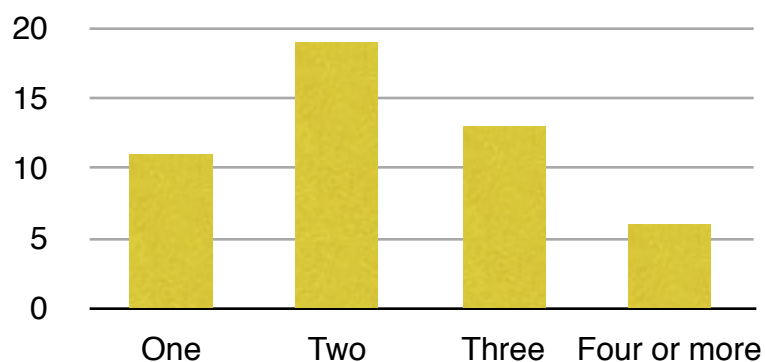
What can you do or who can you ask for help if you do not feel safe on the internet?

- Shut it off ● Parents ● Teacher ● Siblings ● Any adult
- Police ● Turn off computer



NB: Other answers included report it, tell someone you trust, use the netsafe website, use kidsline/whatsapp, block people, tell a friend, ask for help.

Number of ideas students could generate:



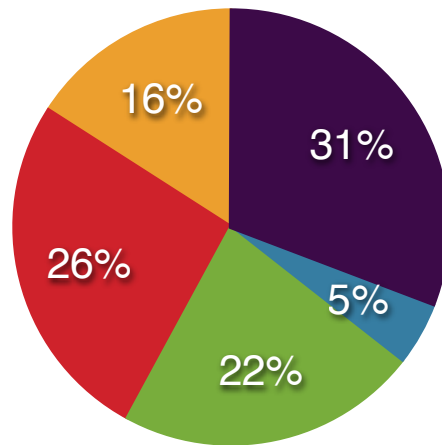
What we can say about our Findings:

Most students could name a variety of things they could do or people they could talk to when they do not feel safe on the internet. It was pleasing to see that they had someone to talk to if they needed to but we would have liked to see more students reporting this type of behaviour to supporting agencies (netsafe, hosts etc).

Question 4:

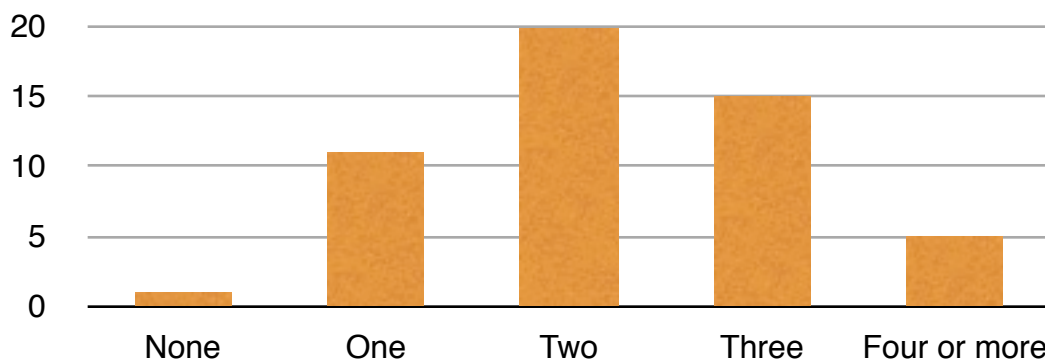
Where do you have computers at home?

- Lounge (Comp)
- Lounge (Console)
- Office
- Laptop
- Own/Siblings room



NB; One child did not have a computer at home.

Number of computers at home:



What we can say about our Findings:

A majority of our students have access to the internet at home, many of them with more than one device in the household. Having the computer in an open space like the lounge was most common followed by a laptop which many students indicated would move around a lot. We are concerned that some students have access to the internet in private spaces and we wonder how much supervision of this is happening.

Question 5:**What websites are you allowed to visit when you're at home?**

Site	Tally	Frequency
Mathletics	 	20
Club Penguin		19
Google		16
Weebly		16
Miniclip		16
You Tube		13
Cool Math Games		11
Moshi Monsters		11
Everything except rude/inappropriate ones		11
Facebook		9
Y8games		6
Pictoria		6
A Games		5
My Yahoo/hotmail		5
Anything except Facebook, Twitter and Bebo		5
Bebo		3
Rodlox		3

Site	Tally	Frequency
Lego.com	III	3
Smiggle	III	3
Farmer/warehouse	III	3
twitter	II	2
Armorgames.com	II	2
Trade me	II	2
Dress up games	I	1
Girl games	I	1
Adventure Quest	I	1
Blogger	I	1
Spineworld	I	1
fastpast.com	I	1
Kongregate games	I	1
Addicting games	I	1
Pokemon Indigo	I	1
tumblr.com	I	1
fromspring.com	I	1
Wikipedia	I	1
TV on demand	I	1
My Space	I	1
Star Wars Adventures	I	1
Wizard lol	I	1

Site	Tally	Frequency
Pop Cap Games	I	1
Nick N2	I	1
Jump Stars	I	1
Cake Central	I	1
Fishvie	I	1
Shock wave	I	1
i Tunes	I	1
Game fude	I	1

Social Network sites

Educational

Non education Games

Other

Website we haven't heard of or find

What we can say about our Findings:

The majority of internet sites that students use are mostly used for playing games although some sites are educational game sites. It is interesting that some students are using sites used for shopping online. It is good to see that some students that are under the age of thirteen are not allowed to go on Facebook or social networking site. However, it is concerning that some students are allowed to go on any sites that they want unless its 'rude or inappropriate'.